

# Accomplice



A roleplaying game about researching the unknown  
by Michael Klamerus

Since the beginning of time, the forces of evil have sought to cause fear and destruction and each time it attempts to do so, a hero rises to stop them.

You are not one of those heroes.

Accomplice is a single-player roleplaying game where you are the assistant to one of these heroes, helping them do research and preparing a trap for one of these evil beings. By doing research from your personal library, looking for clues around town, and interviewing those that have insight into the world of the supernatural, only you can devise a plan that will allow you and your partner to stop evil from consuming the world.

## What is Required to Play Accomplice?

You will need a sheet of paper, some pencils or pens, and a standard deck of playing cards with the jokers removed.

### Setup

Before beginning your investigation, determine what you and your partner will be facing off against. If you need inspiration, draw a card from the deck and refer to the table below.

### Number

A Ghost  
2 Vampire  
3 Werewolf  
4 Witch  
5 Cult  
6 Demon  
7 Mummy  
8 Being from Another Dimension  
9 Sea Creature  
10 Yeti  
J Doppelganger  
Q Extraterrestrial  
K Android

Before you begin your research, answer the following questions:

- Where are you located in the world?
- How did your partner hear about this creature?
- Did they choose to confront this foe or were they forced to?
- Is your partner good at this?
- Why are you helping them?
- Do you have a day job?
- What is your relationship with your partner?

## How to Play

When you pull a new object to research, draw a card. Each card represents something you have come across during your research to stop your foe. Use the Research section at the end of this book as a prompt to help describe what you have found.

## Research

Use this section to help describe the things your group finds on the way to the Room. When you draw a card, look at the suit and number for suggestions for the item you are researching.

### Card Suite

**Heart** - Personal library, artifacts gathered from previous cases

**Spade** - Museums, libraries, buildings devoted to research

**Diamond** - Sources from the internet such as websites, forums, and social media

**Club** - Locations in your area like landmarks, crime scene, and other places of interest

### Number

**A** Newspaper

**2** Website

**3** Book

**4** Audio recording

**5** Witness or person connected to foe

**6** Film/Video

**7** Map

**8** Historical document

**9** Photo

**10** Magazine

**J** Journal

**Q** Local expert

**K** Evidence left behind by opponent

Each time you pull a new item to research, roll a six-sided die. This determines the number of cards you draw and how much information you can obtain from your latest source of research.

### **What does the research contain?**

1. Possible weaknesses
2. Previous sightings of foe or one of their ancestors
3. Background information on them
4. Info on similar but possibly unrelated incident
5. Origin info
6. Clues about why they're behaving the way they are
7. Info about an incident caused by them or sighting
8. Facts about the identity of the enemy such as their appearance and name
9. Folklore or rumors about foe
10. Info on associates of your adversary
11. Connection to famous or historical figure
12. Possible location of rival
13. Info on a crime they committed and how

Once you have retrieved all the information you can from an item, draw another card and continue researching and taking notes. If you wish to revisit a previous source of research because of new information you have discovered since then, follow the same process that you would for new research and draw the number of cards determined by rolling a six-sided die. Play until you believe you have done enough research to create a plan to stop your opponent.

# The Plan

When you are done with your research, you will devise a plan for you and your partner to execute to defeat the creature. Describe all the aspects of your plan:

- What is your plan to defeat your foe?
- Where and when is the trap happening?
- How confident does your partner feel about the trap?

Your plan succeeds and your foe is defeated, but something unexpected occurs.

Draw a card for a prompt:

Card	Complication
A	You receive help from someone unexpected. Who is it?
2	The two of you lose a friend or loved one in the process. Who is it?
3	Your victory proves to be very beneficial to you and your partner. How?
4	You discover this case was connected to something larger. What is it?
5	The plan is derailed and you needed to rescue your partner. What happened?
6	You discover this was connected to a previous case. How?
7	You are forced to make a drastic change to your plan at the last minute. What is it?
8	Your plan causes tensions between your group and others that fight the supernatural. How?
9	Someone you trusted ended up being involved. Who?
10	While acting out your plan you discover a huge flaw but still succeed with no complications. What was the flaw and how did you luck out?
J	The plan goes awry and your partner needed to rescue you. What happened?
Q	One of you is injured. What happened?
K	Victory came more easily than you thought it would. How did you over prepare?

# Ending

Once the evil has been defeated, answer the following questions:

- What have you learned about the world?
- Has your relationship with your partner changed?
- What do you plan to do now that your opponent has been defeated?

# Credits

Design and Writing: Michael Klamerus

Inspired by the game *Alone Among the Stars* by Takuma Okada

Cover image from iStock

Special thanks to Jane Jensen for creating the *Gabriel Knight* series of computer games